

8/10 CHANNEL MIXING CONSOLE

User's Manual



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AUX RETURNS		
Input	1/4' TRS with un-balanced	
Frequency response	10Hz to 55KHz, +/-3dB	
Distortion(THD+N)	<0.03% at +0dB ,22Hz~22KHz A-weighted	
GAIN range	OFF TO +10dB	
SNR	<-100dBr A-weighted	
Impedances		
Microphone input	1.8KΩ	
All other input	10KΩ or greater	
Tape out	1KΩ	
All other out	120Ω	
DSP section (options)		
A/D and D/A converters	24bit	
Type of effects	Echo ,Echo+Verb , Tremolo , Plate , Chorus ,Vocal	
	Rotary , Small Room , Flange + Verb , Large Hall	
Controls	100 position preset selector(10 preseter * 10 variation)	
	Mute switch & Foot-switching with LED indicator	
FOOT-SW	TIP:FX	SLEEVE:GND
Main mix section		
Max. MAIN MIX output	+22dBu un-balanced	
AUX range	OFF to +10dB	
Fader range	OFF to +10dB	
PHONES/CONTROL-ROOM range	OFF to +15dB	
Hum & Noise	<-80dB @ 20Hz~22KHz A-weighted、 1 channel & MAIN level:0dB,the other :minimum	
Crosstalk	<-80dB @0dB 20Hz~22KHz A-weighted、 MAIN level:0dB, the other :minimum,	
Power supply		
AC adaptor	18V~ 1000mA	
Rated power consumption	24W (all loaded)	

SAFETY RELATED SYMBOLS



The symbol is used to indicate that some hazardous live terminals are involved within this apparatus, even under the normal operating conditions.



The symbol is used in the service documentation to indicate that specific component shall be only replaced by the component specified in that Documentation for safety reasons.



Protective grounding terminal.



Alternating current /voltage.



Hazardous live terminal .



ON: Denotes the apparatus turns on.

OFF: Denotes the apparatus turns off, because of using the single pole switch, be sure to unplug the AC power to prevent any electric shock before you proceed your service.

WARNING: Describes precautions that should be observed to prevent the danger of injury or death to the user.



Disposing of this product should not be placed in municipal waste and should be separate collection.

CAUTION: Describes precautions that should be observed to prevent danger of the apparatus.

WARNING

• Power Supply

Ensure the source voltage matches the voltage of the power supply before turning ON the apparatus.

Unplug this apparatus during lightning storms or when unused for long periods of time.

• External Connection

The external wiring connected to the output hazardous live terminals requires installation by an instructed person, or the use of ready-made leads or cords.

• Do not Remove any Cover

There are maybe some areas with high voltages inside, to reduce the risk of electric shock, do not remove any cover if the power supply is connected.

The cover should be removed by the qualified personnel only.

No user serviceable parts inside.

• Fuse

To prevent a fire, make sure to use fuses with specified standard (current, voltage, type). Do not use a different fuse or short circuit the fuse holder.

Before replacing the fuse, turn OFF the apparatus and disconnected the power source.

• Protective Grounding

Make sure to connect the protective grounding to prevent any electric shock before turning ON the apparatus.

Never cut off the internal or external protective grounding wire or disconnect the wiring of protective grounding terminal.

• Operating Conditions

This apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on this apparatus.

To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

Do not use this apparatus near water. Install in accordance with the manufacture-r's instructions. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat. Do not block any ventilation openings.

No naked flame sources, such as lighted candles, should be placed on the apparatus.

IMPORTANT SAFETY INSTRUCTIONS

- Read these instructions.
- Follow all instructions.
- Keep these instructions.
- Heed all warnings.
- Only use attachments/accessories specified by the manufacturer.

• Power Cord and Plug

Do not defeat the safety purpose of the polarized or grounding type plug.

A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

• Cleaning

When the apparatus needs a cleaning, you can blow off dust from the apparatus with

a blower or clean with rag etc.

Don't use solvents such as benzol, alcohol, or other fluids with very strong volatility and flammability for cleaning the apparatus body. Clean only with dry cloth.

• Servicing

Refer all servicing to qualified personnel. To reduce the risk of electric shock, do not perform any servicing other than that contained in the operating instructions unless you are qualified to do so .

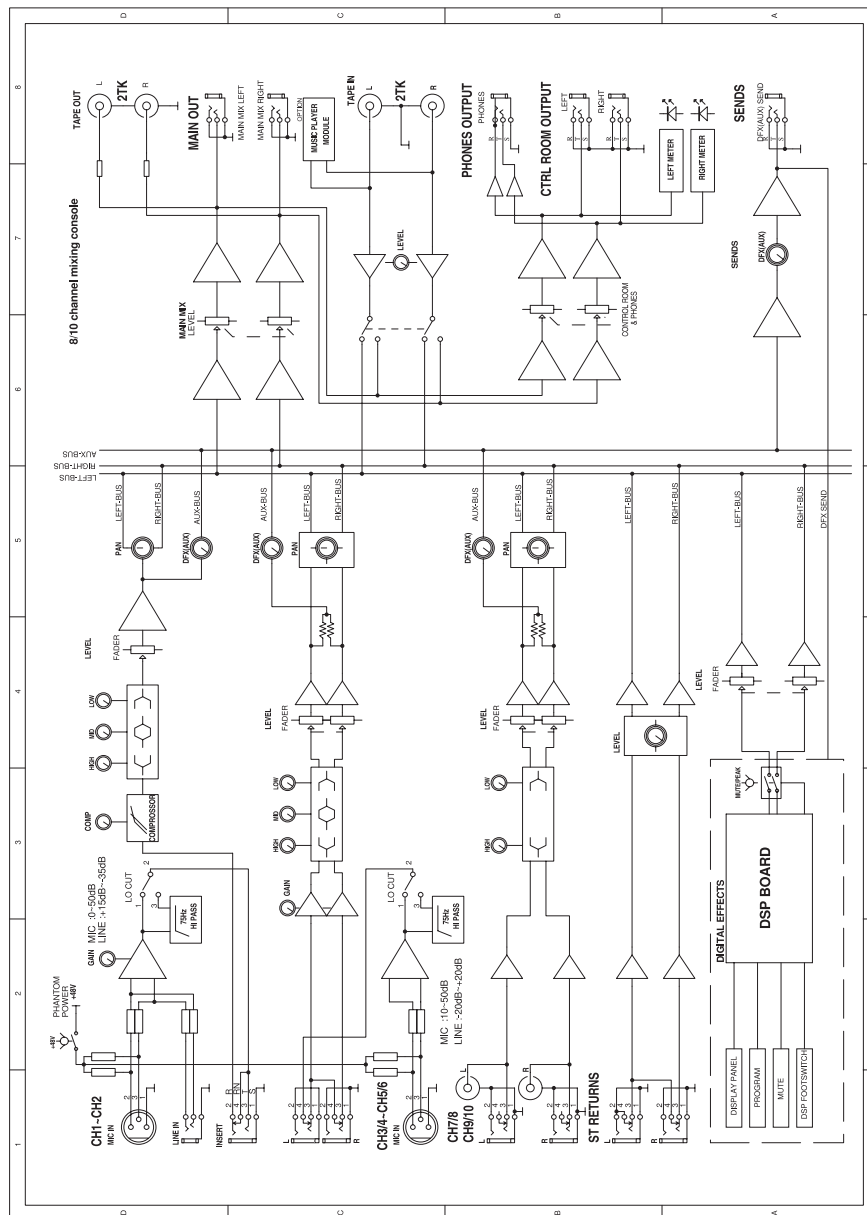
Servicing is required when the apparatus has been damaged in any way , such as power supply cord or plug is damaged , liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture , does not operate normally, or has been dropped.

The mains plug is used as the disconnect device, the disconnect device shall remain readily operable.

TECHNICAL SPECIFICATIONS

MODEL :	8/10 channel mixing console	
Mono channels		
Microphone input	XLR with balanced	
Frequency response	10Hz to 55KHz, +/-3dB	
Distortion(THD+N)	<0.03% at +0dB ,22Hz~22KHz A-weighted	
Gain range	0dB to 50dB	
Max. Input	+15 dB	
LOW CUT	75Hz	
SNR	<-100dBr A-weighted	
Phantom power	+48V with switch control	
Line input	1/4' TRS with balanced	
Frequency response	10Hz to 55KHz, +/-3dB	
Distortion(THD+N)	<0.03% at +0dB ,22Hz~22KHz A-weighted	
Sensitivity range	+15dB~ -35dB	
COMPRESSOR	GAIN:0~9dB	
	THRESHOLD:20dB---> ↓ 5dB	
Stereo input channels		
Mic input	XLR with balanced	
LOW CUT	75Hz	
Line input	1/4' TRS or TRS/RCA with un-balanced	
Frequency response	10Hz to 55KHz, +/-3dB	
Distortion(THD+N)	<0.03% at +0dB ,22Hz~22KHz A-weighted	
Sensitivity range	-20dBu~ +20dBu	
SNR	<-100dBr A-weighted	
Channels EQ		
	mono channel	stereo channel
High	+/-15dB @12KHz	+/-15dB @12KHz
Mid	+/-15dB @2.5KHz	+/-15dB @2.5KHz
Low	+/-15dB @80Hz	+/-15dB @80Hz
2-TACK IN		
TAPE IN	RCA jack	
Frequency response	10Hz to 55KHz, +/-3dB	
Distortion(THD+N)	<0.03% at +0dB ,22Hz~22KHz A-weighted	
Gain range	OFF to 10dB	

BLOCK DIAGRAM



INTRODUCTION

Thank you choosing for purchasing 8 / 10 Channel Mixing Console. This is a professional compact mixer to give you great quality and better reliability than ever before You will get the smooth, accurate more natural and open sound from this apparatus. and it is really ideal for gigs, recording and fixed PA installations.

The 8 / 10 Channel Mixing Console is packed with features that can not be found in other consoles of its size: 2 mono (provided with ultra low noise microphone pre amplifiers and Phantom Power at +48 Volt) and 3 stereo input channels (4stereo input channels for 10 channel) and each of them is provided with a 3-band equalizer for HI, MID and LOW controls, as well as auxiliary control; highly accurate 8-segment bar graph meters and 2-track inputs assignable to main mix, control room/phones Outputs etc..

This unit is very easy to operate but we advise you to go through each section of this manual carefully. In this way you will get the best out of your 8 / 10 Channel Mixing Console.

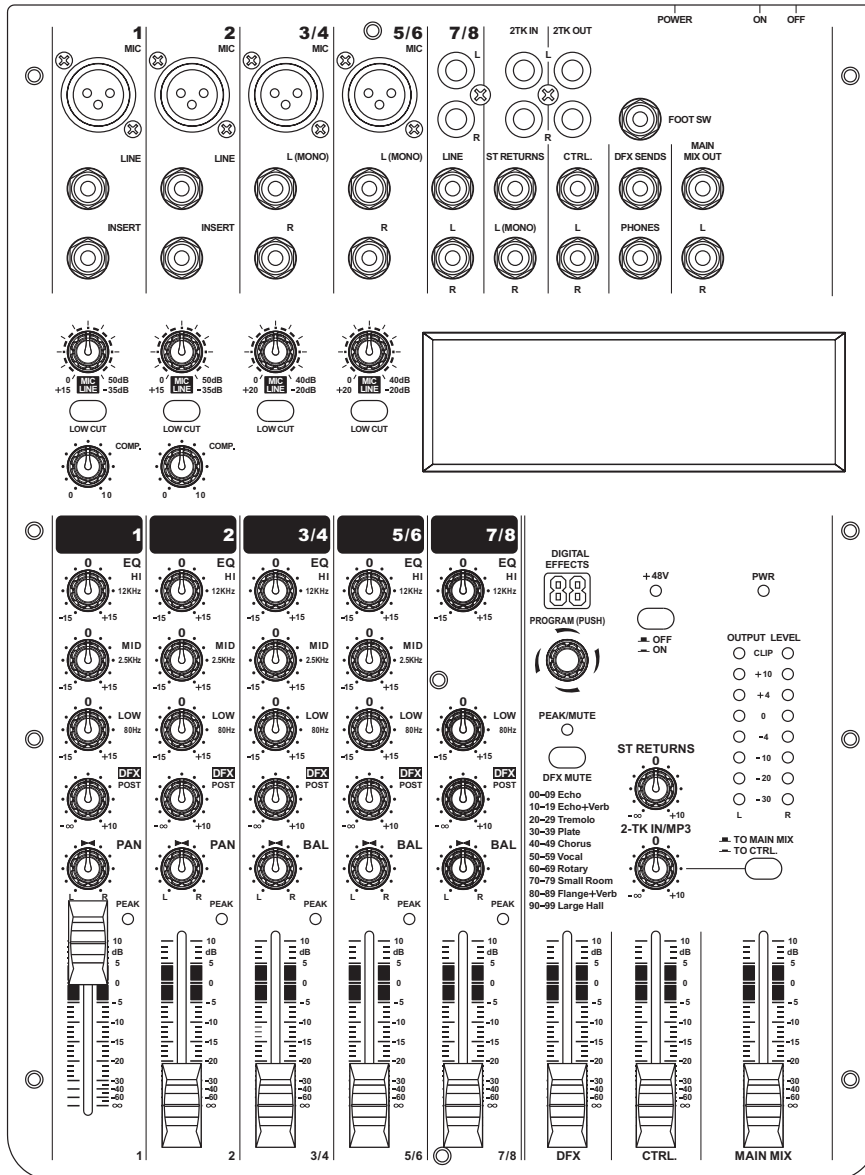
FEATURES

- Ultra-low noise discrete MIC Preamps with +48V Phantom Power.
- 2 MIC Input Channels with XLRs and balanced Line Inputs, and Insert I / O and Compressor control.
- Low Cut for each MIC Input
- 2 Stereo Input Channels with mono XLR Input and 1/4"TRS Jacks.
- Stereo Input Channels with RCA Jacks and 1/4"TRS Jacks inputs; 1 channel for 8CH mixer , 2 channels for 10CH mixer.
- 3-band EQ and Peak LEDs on each MIC channels. 2-band EQ and Peak LEDs on Stereo channels.
- AUX Sends per channel for external effects and monitoring. for 8CH with digital effects mixer, DFX sends per channel for internal effects.
- 2-Track Input assignable to Main Mix or Control Room / Headphone Outputs.
- Unbalanced 1/4"TRS outputs, Control Room and Headphone Outputs.
- Built in 24-bit DSP effect with 100 presets. (for 8CH mixer with digital effects)
- Option MP3 player or Bluetooth player.

READY TO START

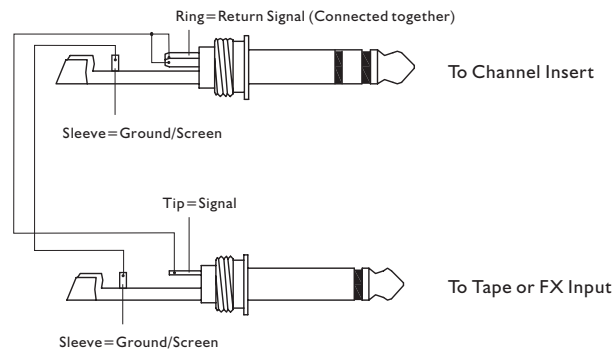
- 1) Please check the AC voltage available in your country before connecting your AC ADAPTOR to the AC socket.
- 2) Be sure that the main power switch is turned off before connecting the mixer to the AC socket. Also, you should make sure that all input and output controls are turned down. This will avoid damage to your speakers and avoid excessive noise.
- 3) Always turn on the mixer before the power amplifier; turn off the mixer after the power amplifier.
- 4) Before connecting and disconnecting the unit from the power source always turn off the unit.
- 5) Do not use solvents to clean your mixer. A dry and clean cloth will be OK.

CONTROL ELEMENTS

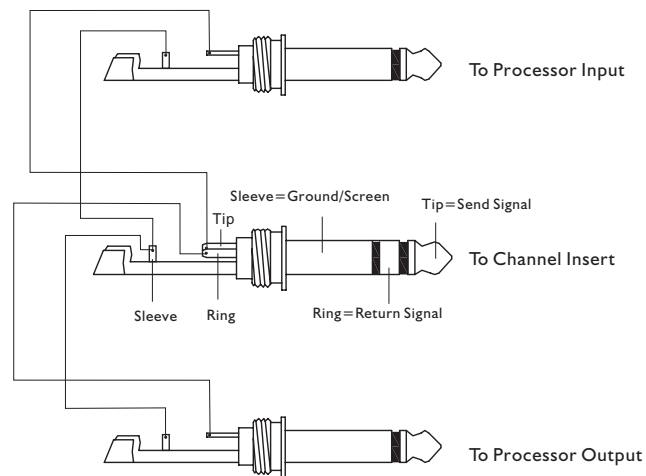


PRESET LIST (for 8 CHANNEL with digital effect)

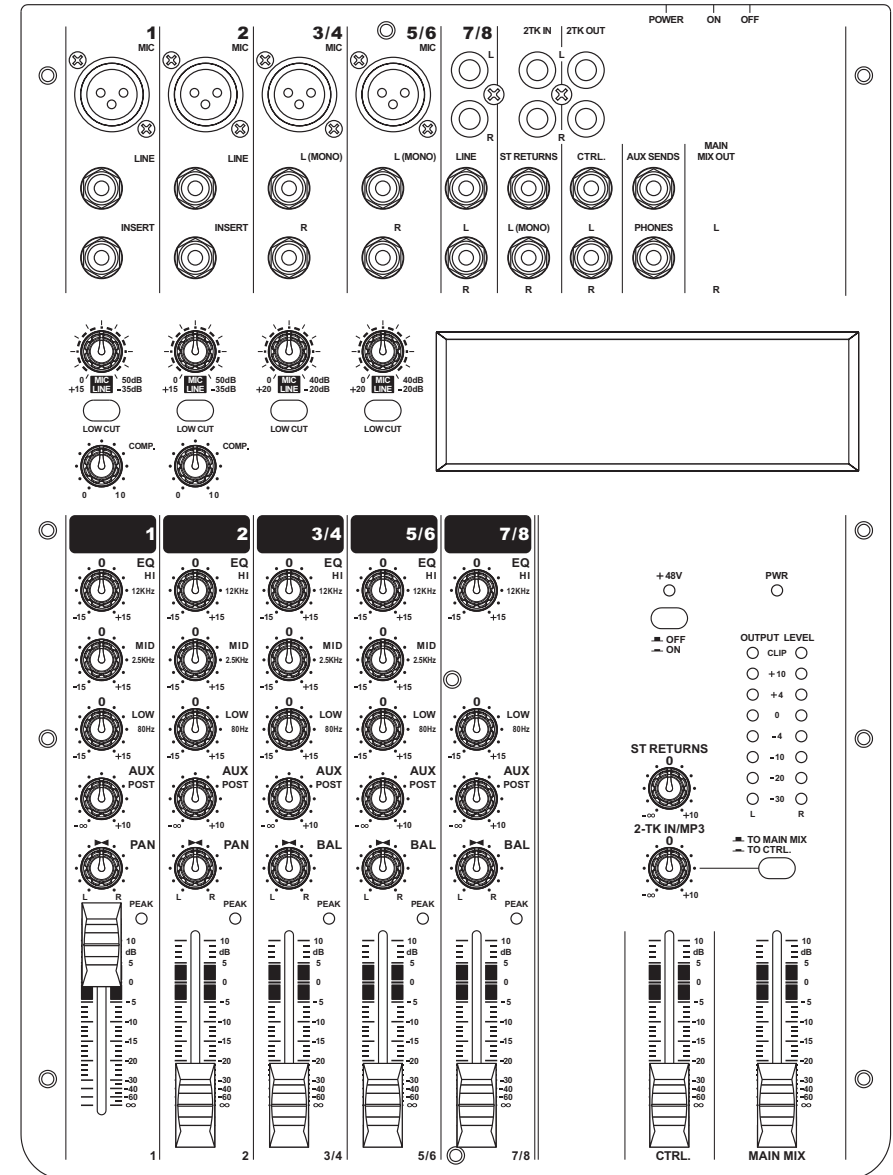
No.	Preset	Description	Parameter
00~09	Echo	Reproduce the sound in input on the output after a lapse of time or delay.	Delay Time : 145~205ms
10~19	Echo+Verb	Echo with Room effect.	Delay Time : 208~650ms Decay time : 1.7~2.1s
20~29	Tremolo	Amplitude modulation of the signal.	Rate : 0.6 Hz~5 Hz
30~39	Plate	Simulate the transducers sound like classic bright vocal plate.	Decay time:0.9s~3.6s
40~49	Chorus	Recreate the illusion of more than one instrument from a single instrument sound.	Rate : 0.92Hz ~1.72Hz
50~59	Vocal	Simulate a small space with slight decay time.	Rev. decay time: 0.8~0.9s Pre-delay: 0~45ms
60~69	Rotary	Simulate the sound effect achieved by rotating horn speakers and a bass cylinder.	Modulation depth : 20%~80%
70~79	Small Room	Simulate a bright studio room.	Decay time : 0.7~2.1s Pre-delay : 20~45ms
80~89	Flanger+Verb	Simulate to play with another person carrying out same the notes on the same instrument and reverb.	Decay time : 1.5~2.9s Rate : 0.8Hz ~2.52Hz
90~99	Large Hall	Simulate a large acoustic space of the sound. Decay time : 3.6~5.4s	Pre-delay : 23~55ms

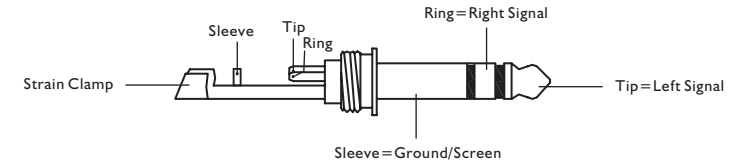
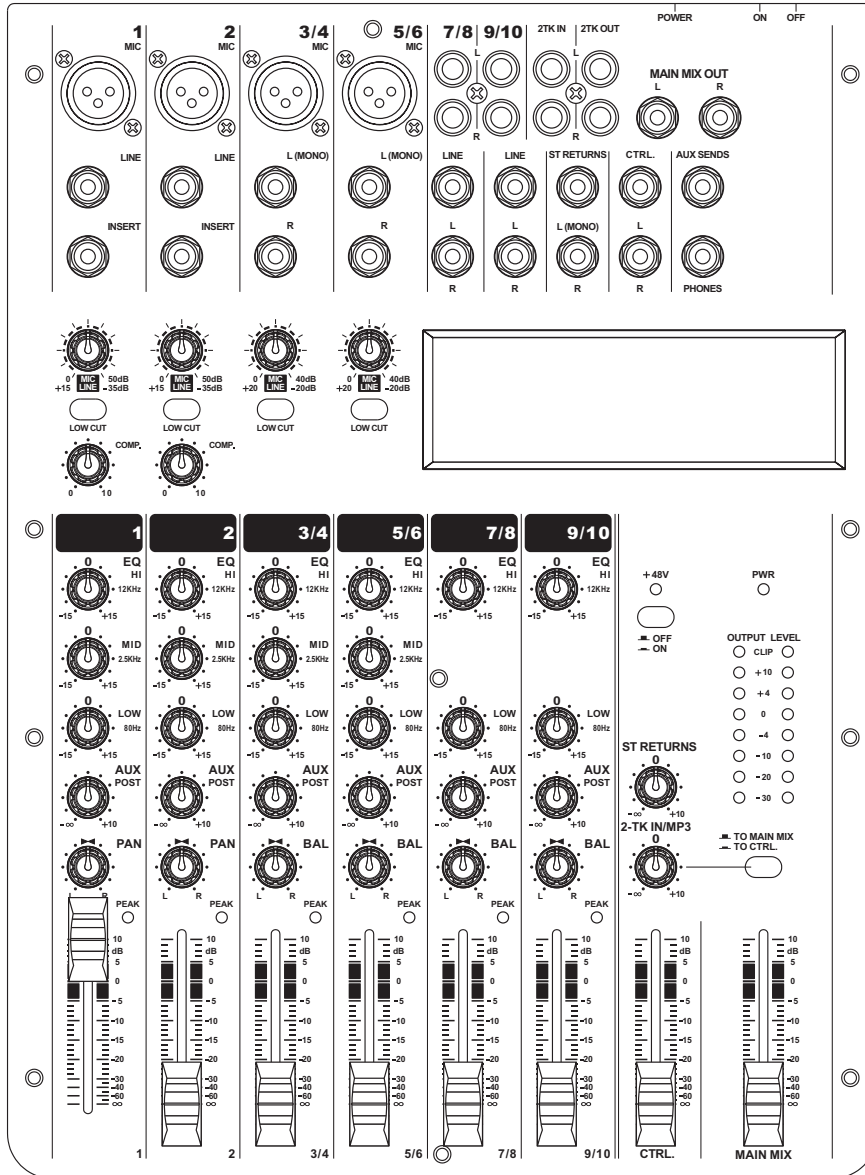


'Tapped' Connection Direct Output Lead
(Enables the Insert to be used as a Direct Output while maintaining the channel signal flow)

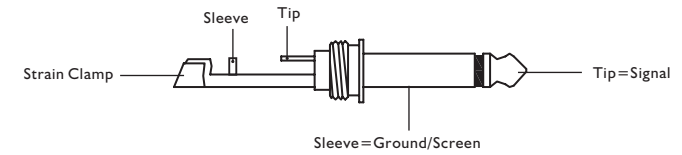


Y-Stereo lead for insert Connection
(To be used when the processor does not employ a single jack connection for the In/Out Connections)

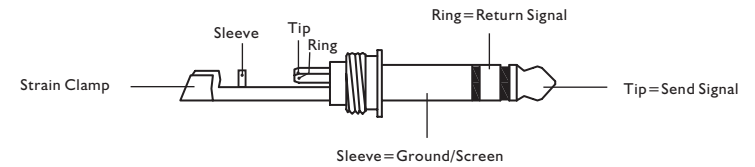




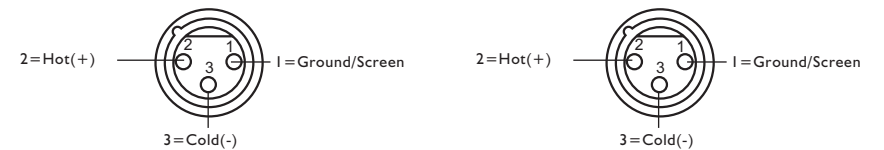
1/4" Stereo (TRS) Jack Plug



1/4" Mono (TS) Jack Plug



1/4" Stereo (TRS) Jack Plug



Use for Balanced Mic Inputs
(For unbalanced use, connect pin 1 to 3)

3-pin XLR Male Plug
(seen from soldering side)

Use for Main output
(For unbalanced use, leave pin 3 unconnected)

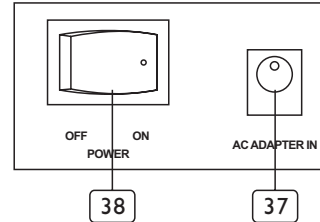
3-pin XLR Line Socket
(seen from soldering side)

37. AC ADAPTER IN

This connector is used to connect the supplied AC adapter

38. POWER ON / OFF

This button is used to turn the Main Power on and off.



INSTALLATION AND CONNECTION

Ok, you have got to this point and you are now in the position to successfully operate your 8/10 Channel Mixing Console. However, we advise you to read carefully the following section to be the real master of your own mixer. Not paying enough attention to the input signal level, to the routing of the signal and the assignment of the signal will result in unwanted distortion, a corrupted signal or no sound at all. So you should follow these procedures for every single channel:

- Before connecting mics or instruments, make sure that the power of all your systems components including the mixer is turned off. Also, make sure that all input and output controls of your mixer are turned down. This will avoid damage to your speakers and avoid excessive noise.
- Properly connect all external devices such as mics, power amplifiers, speakers, effect processor etc.
- Now, turn on the power of any peripheral devices, then power up the mixer.
Note: the power amplifier or powered monitors shall be turned on after the mixer and turned off before the mixer.
- Set the output level of your mixer or the connected power amplifier at no more than 75%.
- Set the CONTROL ROOM/PHONE level at no more than 50%.
- Position HI, MID and LOW EQ controls on middle position.
- Position panoramic (PAN/BAL) control on center position.
- While speaking into the mic (or playing the instrument), adjust the channel Level control so that the PEAK LED will blink occasionally, in this way you will maintain good headroom and idea dynamic range.
- You can shape the tone of each channel by adjusting the equalizer controls as desired.
- Now repeat the same sequence for all input channels. The main LED could move up into the red section, in this case yo can adjust the overall output level through the MAIN MIX control.

Some Final Tips on Wiring Configuration

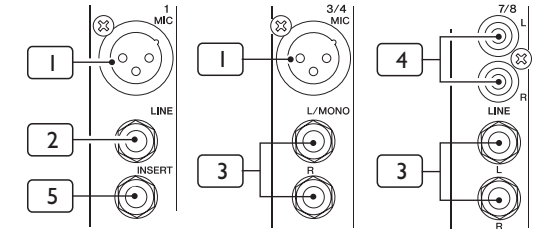
You can connect unbalanced equipment to balanced inputs and outputs. Simply follow these schematics.

1. MIC INPUT JACKS (CHs 1 to 5/6)

These are balanced XLR-type microphone input jacks

2. LINE INPUT JACKS (CHs 1,2)

These are balanced TRS phone-jack line inputs. You can connect either balanced or unbalanced phone plugs to these jacks.

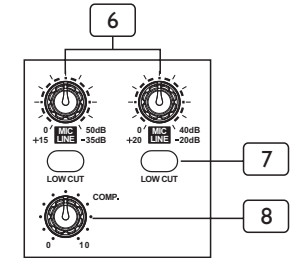
**3. LINE INPUT JACKS (CHs 3/4 to 7/8 (Chs 3/4 to 9/10))**

These are unbalanced phone-jack stereo line inputs.

4. LINE INPUT JACKS (CH 7/8, (CHs 7/8, 9/10))

These are unbalanced stereo RCA pin jacks.

NOTE: Where an input channel provides both a MIC input jack and a LINE input jack, or a LINE input jack and an RCA pin jack, you can use either jack but not both at the same time. Please connect to only one jack on each channel.

**5. INSERT JACKS**

Each of these jacks provides an insert point between the equalizer and level control of the corresponding input channel. The INSERT jacks can be used to independently connect devices such as graphic equalizers, compressors, or noise filters into the corresponding channels. These are TRS phone jacks that carry both the send and return signal.

6. GAIN CONTROL

Adjusts the input signal level. To achieve the best balance between S / N and dynamic range, adjust the level so that the peak LED indicator lights occasionally only on the highest input transients. For mono channel the MIC input adjustment range of the Gain is 0 to 50dB and the sensitivity of line input is +15 to -35dB; For stereo channel the MIC adjustment range of the Gain is 0 to 40dB and the sensitivity of line input is +20 to -20dB.

7. LOW CUT

By pressing this button you will activate a 75Hz low frequency filter with a slope of 18dB per octave. You can use this facility to reduce the hum noise infected by the mains power supply. Or the stage rumble while using a microphone.

8. COMP CONTROL

Adjust the amount of compression applied to the channel. Turn the knob to the right to increase the compression ration and the output gain will automatically adjusted. The result is smoother, more even dynamics because louder signals are attenuated which the overall level is boosted.

9. EQUALIZER

Hi

This is the treble control. You can use it to get rid of high frequency noises or to boost the sound of cymbals or the high harmonics of the human voice. The gain range goes from -15dB to +15dB with a center frequency of 12kHz.

MID

This is the mid range control. It can affect most fundamental frequencies of all musical instruments and human voice. An attentive use of this control will give you a very wide panorama of sound effects. The range goes from -15dB to +15 dB and the center frequency of 2.5kHz.

LOW

This is bass control. it is used to boost male voice, kickdrum or bass guitar. the gain range goes from -15dB to +15dB with a center frequency of 80Hz.

10. DFX (AUX) / POST

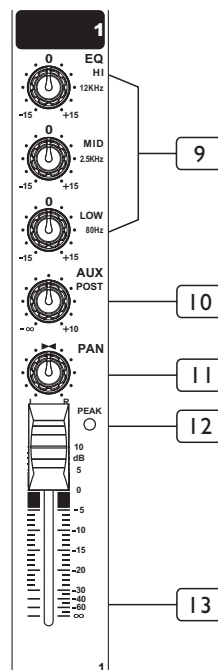
These controls are used to adjust the level of the POST FADER signal sent to DFX (AUX) SENDS output, which can be used for monitor application and effects & sound processors input.

11. PAN / BAL CONTROL.

The PAN control determines the stereo positioning of the channel signal on the stereo L and R buses. The BAL control knob sets the balance between left and right channels. Signal input through the stereo L/R bus.

12. PEAK LED

The peak level of the post-EQ signal is detected, and the PEAK Indicator lights red when the level reaches 3dB below clipping. For XLR-equipped stereo input channels, both the post-EQ and post-mic-amp peak levels are detected, and the indicator lights red if either of these levels reaches 3 dB below clipping.



e- VOL+

Press VOL+ key to increase volume during Power on state.

f- ►|| PLAY/PAUSE

In play state, press ►|| PLAY / PAUSE key to pause the player. In pause state, press ►|| PLAY / PAUSE key to start playing.

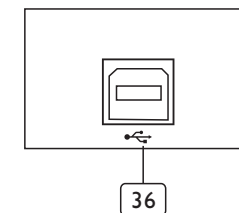
g- PAIR

Press this key and hold for 2-3 seconds, the player will change to matching state. In this state, the two LEDs alternately flash quickly, and you can use your mobile phone, tablet or PC Bluetooth adapter to find devices, BT-2.1. If your device's Bluetooth version lower than 2.0, you should enter the password "0000". If your device's Bluetooth version higher than 2.0, you do not need to enter a password.

36. Optional USB interface

This section can be selected and installed according to user's requirement.

The USB interface provides a digital audio connections to PC / MAC.



USB USE

With this interface you can use the unit like soundcard for recording at 16 bit / 44.1 kHz and play back audio file (wave, aiff, mp3 etc.) With Windows and Macintosh computers. Use the computer built in audio recorder or use dedicated Digital Audio Workstation software(DAW) to record and play back CD-quality audio within your computer. For connection the unit to computer. We suggested a standard A MALE / B MALE USB cable, and we wish that you do not use hubs and other extenders, that often cause glitches and other problems. The USB port sends the MAIN MIX left and right signals to the computer.

The USB port receives a stereo audio stream from the computer and assigns it to the 2-TRACK INPUT left and right channels of your mixer.

NOTE: If a device is connected to the 2-TRACK INPUT, the signal from this device is merged with the signal from the computer.

To ensure that the unit is recognized correctly by your computer, always turn the mixer on a few seconds before inserting the USB cable into the computer. When powering up both your computer and the unit, turn on the mixer first and the computer second.

When powering down your computer and the unit, turn off the computer first. Wait to turn off the mixer until the computer has completed the shut down process.

e- ► PLAY/PAUSE

In play state, press ► PLAY / PAUSE key to pause the player. In pause state, press ► PLAY / PAUSE key to start playing.

f- REC

In power on state, press this key, it will go to the recording preparation state. Press REC again to start recording. Any other operations are not available in recording state until press POWER to stop recording.

g- POWER(Push & Hold)

When the unit is off, press this key and hold for about 2 or 3 seconds to turn on the power supply of player. Repeat the above operation, you can turn off the power supply of the player.

h- DISPLAY:

All the USB player information are monitored through this sexy & magic display.

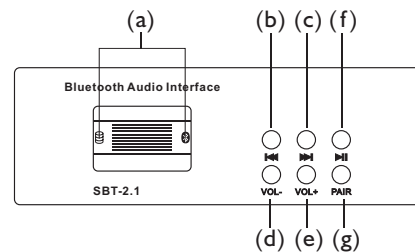
Option Four - Bluetooth Version 2.1

Can be paired with mobile phones, tablets or PC Bluetooth adapter to play stereo audio with two LED status indicator.

a-Display

These two LEDs use to display different working state:

- 1). For the first time that module power on, it is on stand by state, and the right LED flashes twice about 2 seconds once.
- 2). Matching state, two LED's alternately flash quickly.
- 3). After connected the device, the right LED lighted on constantly.

**b- ◀ PRE**

Press this key, it will go to the previous track and start playing.

c- ▶ NEXT

Press this key, it will go to the next track and start playing.

d- VOL-

Press VOL- key to decrease volume during Power on state. The default factory setting is maximum.

13. LEVEL

This fader will adjust the overall level of this channel and set the amount of signal sent to the main output.

14. MAIN MIX LEVEL

This fader is used to set the amount of signal sent to the main mix output and tape out.

15. PHONES / CONTROL ROOM

This fader sets the amount of signal sent to the control room output and phones.

16. DFX TO MAIN MIX (only for 8 channels with digital effect)

This fader is used to adjust the level of the processed signal from DSP to MAIN MIX BUS.

17. 2-TRACK SIGNAL PATH

If you push down the 2 TRACK SIGNAL PATH knob, the 2 TRACK IN signal will be routed into the CONTROL ROOM output. Then push the knob again, the 2TRACK IN signal will be routed into the MAIN MIX output..

18. 2-TK IN / MP3

This control is used to adjust the volume from $-\infty$ to +10dB.

19. OUTPUT LEVEL

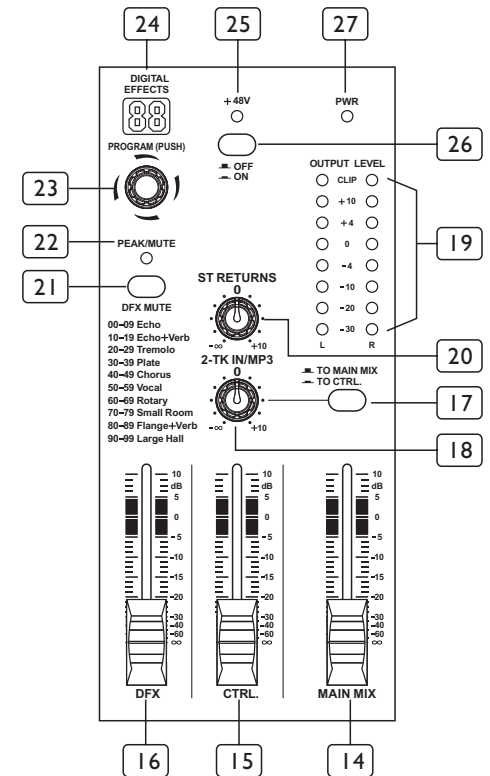
This stereo 8 segments LED meter will indicate the level of over all output signal.

20. ST RETURNS

This control is used to adjust the signal from ST RETURNS.

21. DFX MUTE CONTROL (only for 8 channels with digital effect)

This control is used to activate / deactivate the effect facility. Sometimes , you can also use the DFX FOOT switch for convenient operation.



22. PEAK / MUTE LED (only for 8 channels with digital effect)

This LED lights up when the input signal is too strong. In case of the digital effect module being muted, this LED also lights up.

23. PROGRAM(PUSH) (only for 8 channels with digital effect)

Adjust this knob to select the right effect you wish to perform. There are totally 100 options for you: Echo, Vocal, Plate and ver satile two-effect combination. When you are satisfied the right preset, please push this knob to store this preset you want.

24. DIGITAL EFFECTS (only for 8 channels with digital effect)

It displays the selected preset.

25. PHANTOM LED

This LED indicates when the phantom power is switched on.

26. ON/OFF

This button will apply +48V phantom power only to the 4XLR inputs sockets. When these XLR sockets are connected with devices that do not require phantom power, please make sure the phantom power is turned off. Otherwise, this may damage the device and mixer.

27. PWR LED

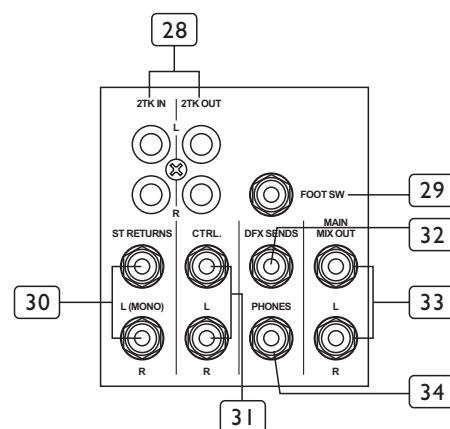
This LED indicates when the power is on in your mixer.

**28. 2TK IN / OUT
TAPE IN**

Use the Tape input if you wish to listen to your Mix from a Taper Recorder or DAT. You can assign the signal coming from the Tape Recorder either to a pair of studio monitor using the control room assignment on the front panel or you can also send the signal directly to the Main Mix.

TAPE OUT

These RCA jacks will route the main mix into a tape recorder.

**g- POWER(Push & Hold)**

When the unit is off, press this key and hold for about 2 or 3 seconds to turn on the power supply of player. Repeat the above operation, you can turn off the power supply of the player.

h- DISPLAY:

All MP3 player information are monitored via this sexy & magic display.

NOTE: basic interface instruction

When the player isn't connected to a USB memory equipment, the interface is as follows:

When the player is searching for USB tracks, the interface is as follows:

When the player is in pause state, the interface is as follows:

When the player is in use, the interface is as follows:

**Option Three - SMP-R**

The file system of USB memory for USB players is FAT16 and FAT32, and these players can only decode MP3. It has 7 rank subordinate folders at most.

a- USB PORT

For connecting with USB memory.

b- ⏮ PRE

In pause state, press this key, it will go to previous track and keep in pause state. In play state, press this key, it will go to the previous track & start playing.

c- ⏭ NEXT

In pause state, press this key, it will go to next track and keep in pause state. In play state, press this key, it will go to the next track and start playing.

d- ⏮ RPT

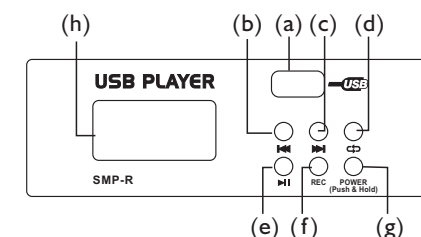
Press this key, the player will change between the following four modes:

REP ALL means to repeat all tracks in the memory, mark on the screen is

REP I means to repeat one track, the mark on the screen is

Play in order means to play the tracks according to the order, the mark on the screen is blank.

Random play means to play the tracks at random, the mark on the screen is A.



e)-Folder List:

See the Fig 3, the display shows MP3 files folders names. Use ◀◀ PRE/ ▶▶ NEXT key to scan, press ▶▶ PLAY / PAUSE key, you'll enter into corresponding folder. In order to return to Fig5 interface, you just need to press the ■ STOP key.

Option Two - SMP-T

The file system of USB memory for USB players is FAT16 and FAT32, and these players can only decode MP3. It has 7 rank subordinate folders at most.

a- USB PORT

For connecting with USB memory.

b- ◀◀ PRE

In pause state, press this key, it will go to previous track and keep in pause state. In play state, press this key, it will go to the previous track & start playing.

c- ▶▶ NEXT

In pause state, press this key, it will go to next track and keep in pause state. In play state, press this key, it will go to the next track and start playing.

d- ↺ RPT

Press this key, the player will change between the following four modes:

REP ALL means to repeat all tracks in the memory, mark on the screen is 

REP I means to repeat one track, the mark on the screen is 

Play in order means to play the tracks according to the order, the mark on the screen is blank.

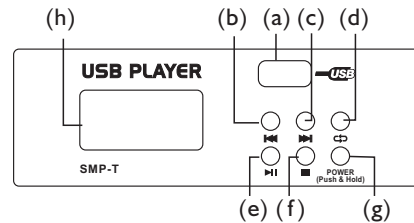
Random play means to play the tracks at random, the mark on the screen is A.

e- ▶▶ PLAY/PAUSE

In play state, press ▶▶ PLAY / PAUSE key to pause the player. In pause state, press ▶▶ PLAY / PAUSE key to start playing.

f- ■ STOP

In play state, press this key to stop playing and all the songs in USB memory will appear on the display; In stop state, press ■ STOP / ◀◀ PRE/ ▶▶ NEXT keys again to go to first song and the player will keep in pause state, then press ▶▶ PLAY/PAUSE key to play the song.

**29. FOOT SWITCH (only for 8 channels with digital effect)**

This socket is used to connect external foot switch for your convenient operation, it has the same function as DFX MUTE button.

30. ST RETURNS

Use these stereo 1 / 4" sockets to return the sound of an effect unit to the main mix. You can also use them as extra auxiliary inputs, but they are primarily used to connect the output of external effect processors.

31. CONTROL ROOM OUTPUT

These 1 / 4" phone sockets will be used to send the signal to studio monitor speakers or to a second set of PA.

32. DFX(AUX) SENDS

This jack is used to output the channels signal that comes from DFX (AUX)buses.

33. MAIN MIX OUTPUT

The stereo output is supplied 1/4" TRS sockets, which are used to send the audio to an amplifier. Through the main mix level control, you can adjust the output level from $-\infty$ to 10dB.

34. PHONES

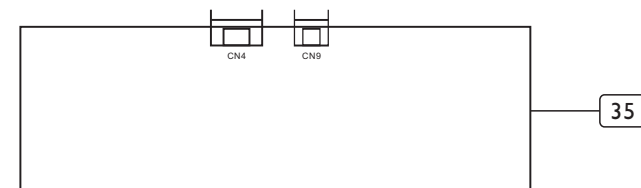
This socket will be used to send out the mix signal to a pair of headphones.

35. OPTIONAL MODULES SECTION

This section can be selected and installed according to user's requirement.

Opening the cover and connect the module with MIXER CN4. the module include SMP-R 、SMP-S 、SMP-T 、Bluetooth-2.1.

The program for module playback can be assigned to Main Mix by 2TK routing. When using SMP-R recording function, the CN9 need to be connected which the signal come from the Main Mix. After above finished then you can using following module function:



Option One - SMP-S

The file system of USB memory for USB players is FAT16 and FAT32, and these players can only decode MP3. It has 7 rank subordinate folders at most.

a- USB port: For connecting with USB memory equipment.

b- **PRE**: In pause state, press this key, it will go to the previous song and still keep in pause state; In play state, press this key, it will go to the previous song and start playing; Furthermore, press this key and hold for a few seconds to decrease the volume.

c- **NEXT**: In pause state, press this key it will go to the next song and still keep in pause state; In play state, press this key it will go to the next song and start playing; Furthermore press this key and hold for a few seconds to increase the volume.

d- **PLAY / PAUSE**: In play state, press this key to pause the player; In pause state, press to start playing.

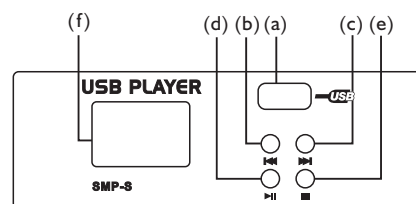
e- **STOP**: In play state, press this key to stop playing and all the songs in USB memory will appear on the display; In stop state, press **STOP / PRE / NEXT** keys again to go to first song and the player will keep in pause state, then press **PLAY / PAUSE** key to play the song.

f- **DISPLAY**: All USB player information are monitored through this sexy & magic display.

Operation Instruction for Song Module

a- When no USB key inserted, the display will show as Fig. 1

b- Inserted the USB key, the USB player starts to search the songs in USB key, and the display shows "Searching". At the end of the search, the display will show as Fig. 2. Using **PRE / NEXT** keys, you can select one of following three menu options ("Playing", "Program" and "Folder List"). Press Playing, the unit will enter into the corresponding operation mode.



INSERT USB KEY

Fig 1

MENU:
PLAYING
PROGRAM
FOLDER LIST

Fig 2

FOLDER:
▶ classic music
jazz music
pop music

Fig 3

c- "Playing" mode - single song play

1). In Fig 2, selecting the Playing mode to recall following interface. This display shows the name of all the folders containing MP3 files. Using the **PRE / NEXT** keys, you can scan the folders, then press **PLAY / PAUSE** key, you will open corresponding folders. Press **STOP** to return to Fig 2 interface.

[002] 00 : 05
01. Plena pop 01.mp
02. **Pop 02.mp3**
03. Plena pop 03.mp

Fig 4

2). After opening the folder, the display will show as Fig 3. This display shows MP3 file list, and scrolling list using **PRE / NEXT** keys you can choose the desired song. Press the **PLAY / PAUSE** key, the selected song playback will start. In order to stop playback, you just need to press the **stop** key. Then, if you press the **PLAY / PAUSE** key, the song playback will start from the pause point, if you press again the **stop** key, the system will return to Fig 3 interface.

d)-"Program" mode

1). In Fig 2, select "Program" to enter into the following interface: "Play list Set": Set the playing list."Playing List": Play list. Press **PRE / NEXT** key to select, press **STOP** key to return the Fig2 interface.

PLAYLIST SET
PLAYING LIST

Fig 5

2). After entering into the "Play List Set", the display will show as Fig3. Selecting the desired folder, the display will show the following interface. The display will show all the MP3 files, the selected song will be inserted into the playing list and a mark will appear. Press again you're going to delete the song from the playing list, and the mark will disappear. Press the **STOP** key, you will return to Fig 2 interface. The playing list can accept up to 20 songs, and it will display the list according to song insert order.

▶ classic music
[.] **3 Plena pop**
[✓] Plena pop 02.mp
[.] Plena pop 03.mp

Fig 6

[.] 00 : 20 ▶
01. **Plena pop 02.mp3**
02. Plena pop 06.mp
03. Plena pop 04.mp

Fig 7

3). The display will show the following interface. Press the **PRE / NEXT** key, you can select the starting song, then press the **PLAY / PAUSE** key, the selected song playback will start. Press **PLAY / PAUSE** key again, or press **STOP** key, the play back will stop. Press **PLAY / PAUSE** key again, or press **STOP** key, the playback will start again from the same point. Twice press **STOP**, the USB player will return to Fig 3 interface.